TRADEWEST

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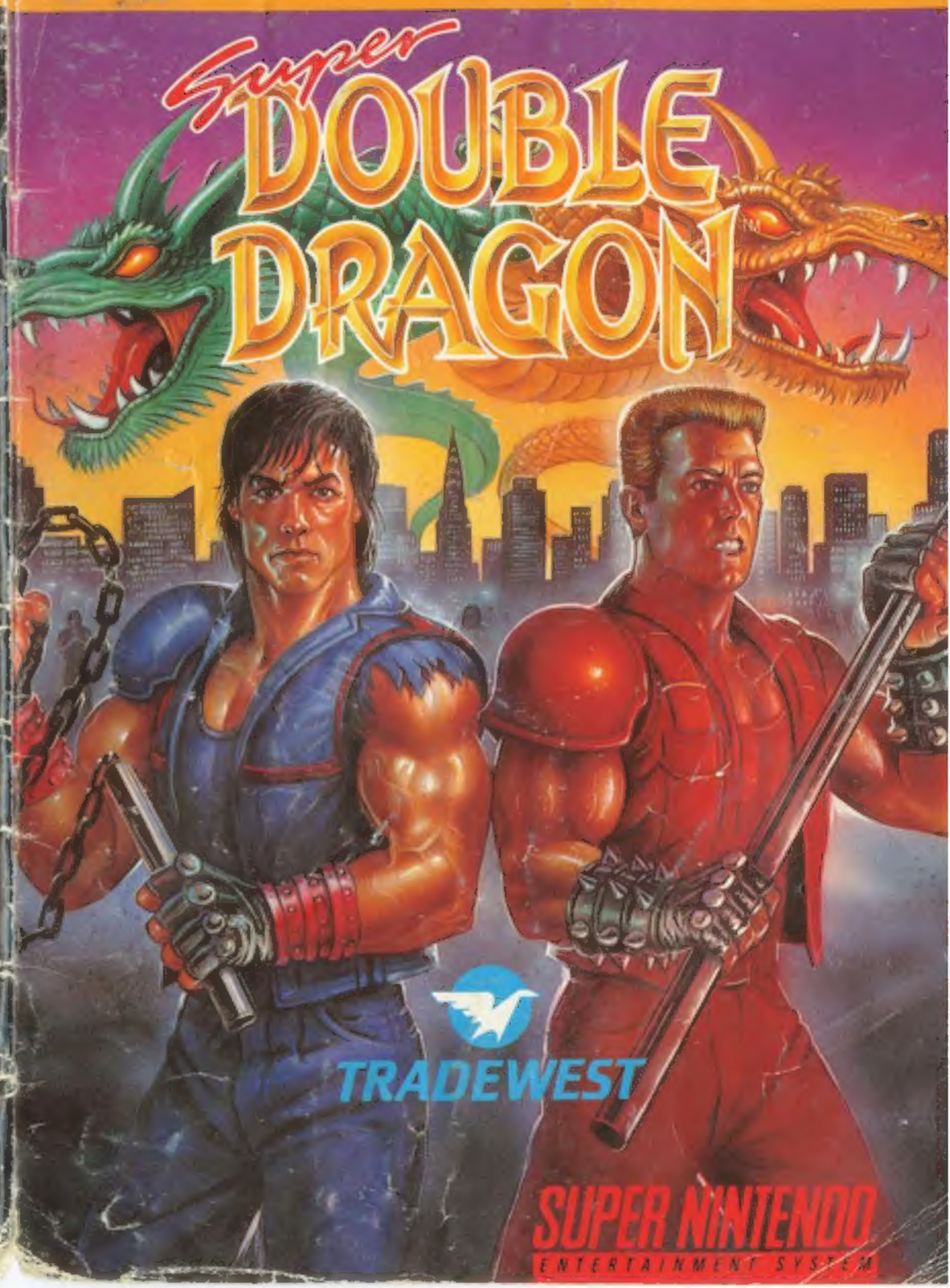
INSTRUCTION MANUAL



Thank you for purchasing SUPER DOUBLE DRAGON from Tradewest, for your Super Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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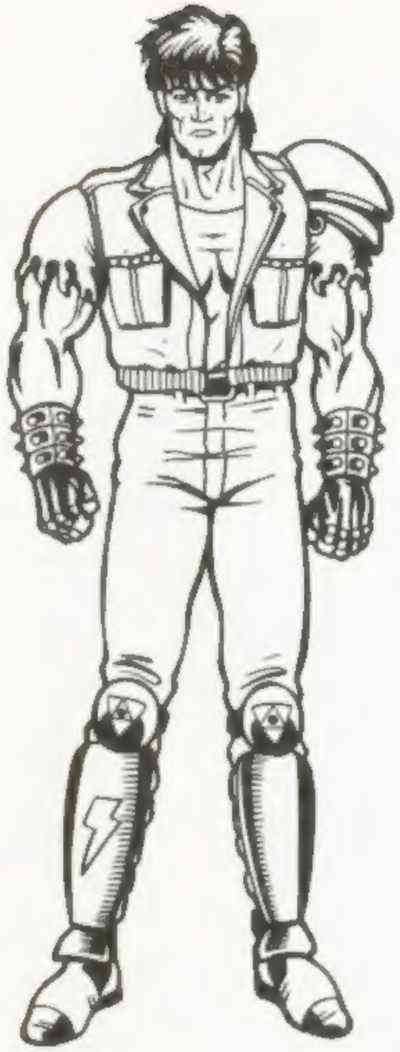
THE LEGEND CONTINUES...

The two greatest martial arts heroes of all time are back — in an all-new adventure, with awesome new moves, impossible new missions, and a hair-raising new cast of enemies!

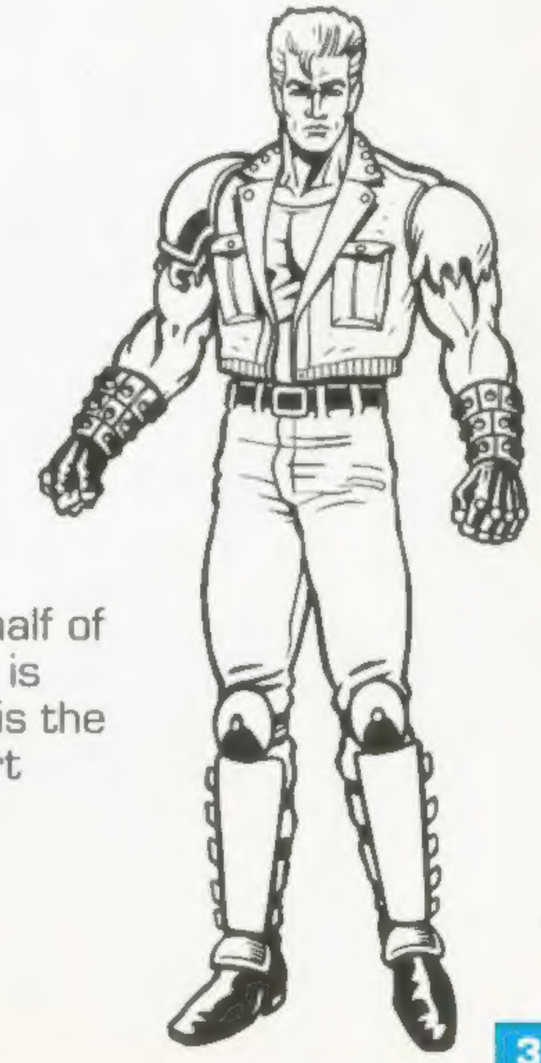
Marian, a beautiful policewoman, is a student of Kung Fu and part-time assistant instructor at the martial arts training school run by Billy and Jimmy Lee. A narcotics investigator, she has disappeared while attemping to infiltrate the ruthless criminal mob known as the Black Shadow Warriors.

It will take all of your incomparable fighting skill and knowledge to find and rescue Marian. Alone, or with the help of your brother, you must face the fearsome onslaught of the Shadow Warriors with the fabled power and ferocity of the DOUBLE DRAGON!

CAST OF CHARACTERS



Billy Lee: One-half of the Double Dragons, he began to learn the martial arts at the age of 12. He completed his art form of So-Setsu-Ken at the age of 20. He and his brother have a training school in Los Angeles where they teach the art form of So-Setsu-Ken.



Jimmy Lee: The other half of the Double Dragons, he is Billy's older brother. He is the master of the martial art forms and the training school.

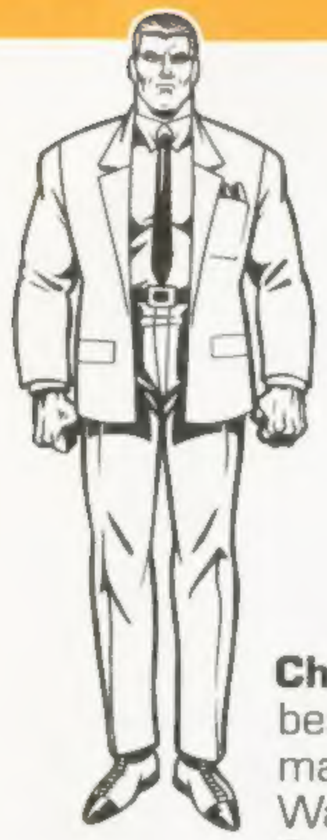
ENEMIES

Williams: A member of the Shadow Warriors. He is an expert at the martial art forms of Kenpo and Konbo.

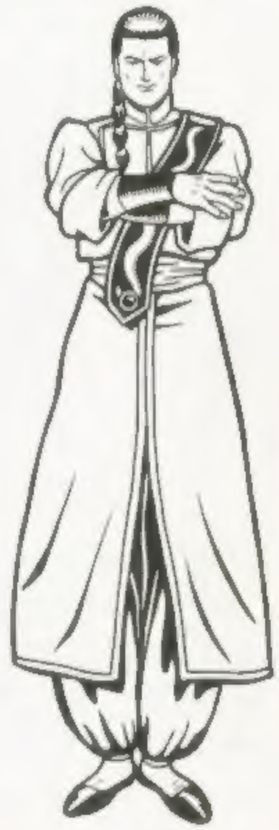
Roper

Baker: He is a master of the Chinese sword. His best technique is the "Two Swords."

Jeff: The supervisor of the Shadow Warriors, he is a Karate master. He likes to play mean tricks.



Steve: He has the appearance of a gentleman, but his character is that of a ruthless killer. A master of the martial arts, he is very good at collecting secret information.



Chin Ron Foo: He is the best Chinese Kenpo master in the Shadow Warriors. He operates Duke's Kenpo gyms with his brother in Chinatown. He claims that he and his brother are the real Double Dragons!

Chin Ron Pyo: He wields a variety of hand-to-hand combat techniques. He has a severe scar over his eye that he suffered from a past death match.

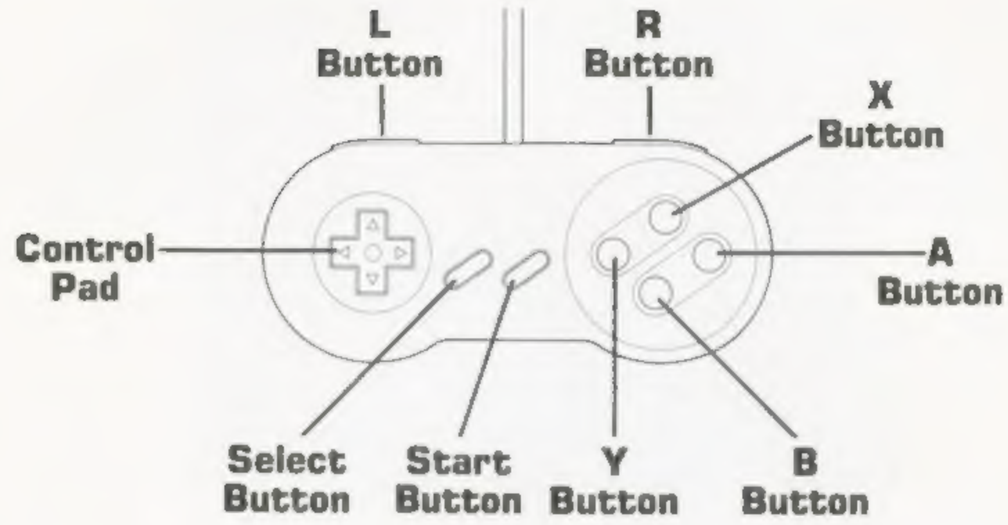
Jackson: In the past, he was a heavyweight boxing champion. His jab and uppercut are awesome. His best technique is the uppercut.

Carlem: Very little is known about Carlem. His fighting technique is similar to Karate. He has a special technique Middlekick called "Death Leg" that is very fast and powerful.

McGuire: A very large enemy. It is very difficult—in fact, almost impossible—to damage this enemy.

Duke: The Dictator. He owns several martial arts gyms, but most of them were taken by force. His background is a mystery.

YOUR CONTROLS



Control Pad: Press to move up, down, left, right, and diagonally, and go up and down stairs.

A Button: Press to kick.

B Button: Press to defend yourself.

X Button: Press to jump.

Y Button: Press to punch.

L and R Buttons: Press to increase your Dragon Power Gauge, which will allow you to use Special Techniques.

Start Button: Press to start the game after choosing a play mode, and stereo or mono sound.

GAME SCREEN

① **Player's Face.**

② **Energy Gauge:** When you receive damage, your Energy gauge will decrease. When it reaches 0, you will lose a life.

③ **Score.**

④ **Number of Lives Left.**

⑤ **Dragon Power Gauge:** When this reaches the maximum level, you can use the Special Techniques for a certain limited time.

GAME BASICS

When the title screen appears, press the Select Button to select a play mode. To select stereo or mono sound, move the cursor down to those selections, and press the Start Button to switch between them. Then select a play mode, and press the Start Button to begin playing.

PLAY MODES

1 Player: Only one player plays this game.

2 Player Mode A: Two players can play this game, but are not able to damage each other when fighting.

2 Player Mode B: Two players can play this game, and can damage each other when fighting.

GAME OVER AND CONTINUE

When you have no more energy left, your game is over. But if you have lives left, you can continue playing.

BUY-IN

As long as you have credits left, you can buy-in at any time.

FIGHTING TECHNIQUES

Some of these moves may appear to be the same, but it depends on the situation you are in whether a particular move can or cannot be used.

Back Fist: Billy Lee's technique. Press the punch button.

Uppercut: Billy's technique. Punch the staggering enemy.

Foot Side Kick: Billy's kick.

Reverse Round Kick: Billy's kick.

Back Round Kick: Kick for the staggering enemy.

Straight Punch: Jimmy's punch.

Hook: Jimmy's punch for the staggering enemy.

Continuous Kick: Press the Kick Button and down on the Control Pad to kick your opponent in the lower leg and face continuously.

Middle Kick: For the staggering enemy; press the Kick Button and down on the Control Pad.

Jump Kick: Press the Kick, Jump, or Punch Button while jumping. This will let you kick in the air.

Flying Back Kick: During the jump, press the Control Pad in the opposite direction, and at the same time press the Punch, Jump, or Kick Button. This is useful for attacking the back of the enemy in the air.

Grab Hair/Knee Kick: While grabbing the hair, press the Kick Button.

Grab Hair/Stomach Kick: Grab the hair and press the Kick Button.

Grab Hair/Elbow Punch: Grab the hair and press the Punch Button.

Grab Hair/Elbow Fall: Grab the hair and press the Punch Button.

Grab Hair/Back Kick: Grab the hair and press the Control Pad in the opposite direction while pressing the Kick Button.

Defend: To defend against the enemy, press the Defend Button and you will grab the arm of the enemy.

Grab/Kick: Grab the arm and press the Kick Button.

Grab Arm and Continuous Kick: Grab the arm and continuously press the Kick Button.

Grab Arm and Punch: While grabbing the arm, press the Punch Button.

Grab Arm and Continuous Back Fist Punch: While grabbing the arm, punch continuously.

Grab Arm/Back Kick: Grab the arm and press the Control Pad in the opposite direction while pressing the Kick Button.

Back Holding and Throw: While grabbing the hair or arm, press the Defend Button or the Jump Button. You can hold the enemy and then throw them into another enemy.

SPECIAL TECHNIQUES

Round Back Fist: Increase your Power Gauge and press the Punch Button.

Jumping Round Kick: Increase your Power Gauge and press the Kick Button.

Jumping Back Round Kick: Increase your Power Gauge, and when the enemy is behind you, press the Kick Button.

Roundhouse Kick: Increase your Power Gauge to more than half, then press the Kick or Punch Button when the enemy is behind you.

WEAPONS

You can pick up weapons that are on the ground, or take weapons from the enemies. Pick up a weapon by pressing the Y Button, and drop the weapon by pressing the A Button. Depending on the weapon, you can throw it by pressing the B Button, and you can threaten the enemy by pressing the A Button.

Knife: You can throw the knife at the enemy. The attack area is rather wide, and the knife is very useful for attacking from a long distance.

Boomerang: This weapon will return back to you after throwing it. This is also very useful when attacking from a long distance.

Fire Bomb: This weapon is used for closer fighting. It is very effective when fighting many enemies.

Drum Can: You can lift and throw, or kick this weapon.

Rock: You can lift and throw, or kick this weapon.

Nunchaku: Billy's favorite weapon.

Konbo Stick: Jimmy's favorite weapon.

GAME STAGES

MISSION 1: LAS VEGAS

You enter the casino with a grand background of a night view of Las Vegas. Take the elevator to the top floor where you meet the Boss of the casino, Steve. After fighting Steve, you can continue to the next mission.

MISSION 2: THE AIRPORT

This mission begins in the lobby of the Airport. As you move through the lobby, you'll find a door to go through. Make your way downstairs while fighting with the enemies. Eventually, this takes you outside onto the runway of the airport. It is here that you meet the Boss of this mission, Jackson. Defeat Jackson, and then move on to the next mission.

MISSION 3: CHINATOWN

You begin this mission on the streets of Chinatown, in the shopping district. From here, you enter a Kung-Fu training school gymnasium. Go upstairs to the 3rd floor, and there you must fight the two Chin Brothers. As the fight progresses, the Chins run away to the balcony. There, you defeat the Chins and proceed to the next mission.

MISSION 4: GOLDEN GATE BRIDGE

Here, you find yourself on a trailer, where many enemies wait. The trailer goes through a residential district, a forest, over a bridge, more residential, and then the trailer collides with the side of a large building. After falling down to the street, you begin to fight with the Boss, McGuire. As this is happening, the gangsters of the Shadow Warriors are watching. In this scene, however, you will not be able to beat McGuire, and the mission will end.

MISSION 5: THE SLUMS

This mission will take you through an old building and into an abandoned factory. Here you meet again with McGuire, to fight him and defeat him.

MISSION 6: FOREST & MOUNTAIN

First, you pass through a forest of big trees. You'll cross a bridge and go over mountain roads to a pond, where you meet the Boss, Carlem — the gatekeeper of Duke's place. Fight it out with him, and you can find the gate that leads to Duke's house.

MISSION 7: DUKE'S HOUSE

Here, you will face your final challenge. You will need to use a barrage of fighting techniques to battle your way through to Duke and rescue Marian.

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